

IN THE CLAIMS

Please amend the claims as follows:

~~1-9. (Canceled)~~

~~10. (Currently Amended) A method of providing computer code to programmable memory of a remote device, using a wireless communication technique, the method comprising:~~
~~downloading a code segment and storing the code segment in a first~~
~~memory;~~
~~initiating a reboot of the remote device;~~
~~during the reboot, detecting that code has been downloaded to the first~~
~~memory; and~~
~~responsive to detecting that the code has been downloaded to the first~~
~~memory, burning the code segment into the programmable~~
~~memory.~~

~~11. (Canceled)~~

~~12. (Original) The method of claim 10 wherein the remote device is a cellular phone and wherein the code segment is downloaded across a cellular phone network.~~

~~13. (Original) The method of claim 10 wherein the remote device is located on a mobile platform.~~

~~14. (Original) The method of claim 10 wherein the remote device is located on a vehicle.~~

~~15. (Original) The method of claim 10 wherein the programmable memory is selected from the group consisting of: an EPROM, and EEPROM, and a flash memory.~~

~~16. (Original) The method of claim 10 wherein the code segment is transmitted as a plurality of packets.~~

~~17. (Original) The method of claim 16 further comprising combining the plurality of packets into a complete code segment and detecting the presence of the complete code segment.~~

18. (Currently Amended) A method for programming computer code at a remote platform having a local computer, the local computer including a flash memory, the method comprising:

- receiving a plurality of computer code packets, wherein the plurality
- computer code packets are provided by wireless transmission;
- storing the plurality of computer code packets in a first memory of the
- local computer, wherein the plurality of computer code packets
- comprise the computer code;
- recognizing reception of a complete copy of the computer code at the local
- computer;
- in response to such recognized reception, shutting down and rebooting the
- local computer;
- in response to rebooting the local computer, checking the integrity of the
- received computer code and burning the received successfully
- checked computer code into the flash memory;
- after burning the received computer code into the flash memory, erasing
- the stored computer code from the first memory; and
- restarting the local computer.

19. (Original) The method of claim 18 wherein the remote platform is a mobile platform.

20. (Original) The method of claim 18 wherein the mobile platform is a vehicle.

21. (Currently Amended) A method for updating computer code in a remote computer, comprising:

downloading a plurality of messages, each of the plurality of messages comprising a segment of the computer code;
storing the downloaded computer code in non-volatile memory;
detecting when a complete set of the computer code comprising a complete set of the plurality of messages have been downloaded;
in response to such detecting, rebooting the remote computer;
in response to rebooting starting a computer code burn in process, comprising:
(i) assembling the complete set of the computer code into a continuous memory,
(ii) checking the integrity of the downloaded computer code and if valid, burning the computer code in the continuous memory into a flash memory of the remote computer;
(iii) deleting the stored computer code from the non-volatile memory after it has been burned into flash memory; and
(iv) rebooting the remote computer.

22. (Original) The method of claim 21 wherein the remote platform is a mobile platform.

23. (Original) The method of claim 21 wherein the mobile platform is a vehicle.

28. (Currently Amended) A system for programming of computer code in a local computer having a flash memory, the system comprising:

a central location that distributes updated computer code to the local computer using a plurality of computer code packets over a wireless transmission medium;

a receiver at the local computer that receives the updated computer code;

a non-volatile memory at the local computer that stores the updated computer code;

a detection module at the local computer that detects when all required computer code packets have been stored, and initiates a reboot process;

a burner program initiated during such reboot process that checks the non-volatile memory for all required computer code packets, assembles the computer code packets into computer code, checks the integrity of the computer code, burns the computer code into the flash memory, and erases the computer code from the stored updated computer code from the non-volatile memory; and

a reboot program that reboots the local computer after burning the computer code into the flash memory.

29. (Original) The system of claim 28 wherein the local computer is located on mobile platform.

30. (Original) The system of claim 29 wherein the mobile platform is a truck.

44. (Currently Amended) A method for programming a computer with computer code on a remote platform, the method comprising:

receiving a plurality of wirelessly transmitted computer code packets;
storing the plurality of computer code packets in a first memory of the local computer;

recognizing reception of a complete copy of the computer code at the local computer;

in response to such recognizing reception of the complete copy, shutting down and rebooting the local computer;

detecting the presence of the received computer code during such reboot;

in response to detecting the presence of the received computer code during the reboot, checking the integrity of the received computer code

and burning the received computer code into non-volatile memory of the computer;

after the code has been burned into the non-volatile memory, erasing the stored computer code from the first memory; and
restarting the local computer such that the burned in code is executed.

45. (Previously Presented) The method of claim 44 wherein the remote platform is a mobile platform.

46. (Previously Presented) The method of claim 45 wherein the mobile platform is a vehicle.

47. (Currently Amended) A method for updating computer code in a remote computer, comprising:

downloading a plurality of packets, each of the plurality of packets comprising a segment of the computer code;
storing the downloaded computer code in non-volatile memory;
detecting when a complete set of the computer code comprising a complete set of the plurality of messages have been downloaded;
upon such detecting, rebooting the remote computer;
during such rebooting, detecting the presence of the downloaded computer code at a specified memory location;
in response to such detecting, starting a computer code burn in process, comprising:
(i) assembling the complete set of the computer code into a continuous memory,
(ii) checking the integrity of the computer code and burning the computer code into a flash memory of the remote computer;
(iii) deleting the stored computer code from the non-volatile memory; and

(iv) rebooting the remote computer.

48. (Previously Presented) The method of claim 47 wherein the remote platform is a mobile platform.

49. (Previously Presented) The method of claim 47 wherein the mobile platform is a vehicle.